

**IN THE SPECIFICATION:**

*Please amend the paragraph beginning on page 5, line 6, as follows:*

Particularly, as described in commonly-owned, co-pending U.S. Patent Application Serial No. 09/966,406, [~~Attorney Docket 702053, Atty D# 14901~~] the algorithm for performing face recognition from an arbitrary face pose (up to 90 degrees) relies on some techniques that may be known and already available to skilled artisans: 1) Face detection techniques; 2) Face pose estimation techniques; 3) Generic three-dimensional head modeling where generic head models are often used in computer graphics comprising of a set of control points (in three dimensions (3-D)) that are used to produce a generic head. By varying these points, a shape that will correspond to any given head may be produced, with a pre-set precision, i.e., the higher the number of points the better precision; 4) View morphing techniques, whereby given an image and a 3-D structure of the scene, an exact image may be created that will correspond to an image obtained from the same camera in the arbitrary position of the scene. Some view morphing techniques do not require an exact, but only an approximate 3-D structure of the scene and still provide very good results such as described in the reference to S.J. Gortler, R. Grzeszczuk, R. Szelisky and M.F. Cohen entitled "The lumigraph" SIGGRAPH 96, pages 43-54; and 5) Face recognition from partial faces, as described in commonly-owned, co-pending United States Patent Application Nos. 09/966,436, 09/966,408, [~~Attorney Docket 702052, D#14900 and Attorney Docket 702054, D#14902~~] the contents and disclosure of which is incorporated by reference as if fully set forth herein.